

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

- 1                   1.       (Previously Presented) A method of sending an electronic message from  
2       within a game application to an intended recipient over a network, comprising:  
3                   receiving a user input selecting an image generated by the game application;  
4                   generating a message form from within the game application for receiving  
5       message information;  
6                   combining the selected image and the message information into a composite  
7       message; and  
8                   sending the composite message from within the game application to the intended  
9       recipient over the network.
- 1                   2.       (Original) The method of claim 1 wherein message information further  
2       comprises address information for the recipient.
- 1                   3.       (Original) The method of claim 1 wherein message information further  
2       comprises message text to be transmitted to the recipient.
- 1                   4.       (Original) The method of claim 1 further comprising:  
2                   receiving an address specifying a recipient of the message; and  
3                   attaching the address to the composite message; and wherein sending comprises  
4       sending the composite message to the specified address.
- 1                   5.       (Original) The method of claim 1 further comprising:  
2                   receiving a generate message command; and

3 responsive to receiving the generate message command, pausing execution of the  
4 application.

1 6. (Original) The method of claim 5 further comprising:  
2 responsive to a message containing the image being transmitted, resuming  
3 execution of the application.

1 7. (Original) The method of claim 1 further comprising:  
2 sending a message containing recipient and sender data to a predetermined  
3 recipient to allow the predetermined recipient to identify potential users of the application.

1 8. (Canceled)

1 9. (Previously Presented) A method of capturing a gaming experience of a  
2 currently executing game application for transmission as a message to a remote recipient:  
3 capturing a user selected multimedia information generated as part of the gaming  
4 experience;  
5 receiving text to accompany the multimedia information;  
6 creating a composite message using the captured multimedia information and the  
7 received text; and  
8 sending the composite message from within the game application to a recipient at  
9 a remote location.

1 10. (Original) The method of claim 9 wherein capturing user selected  
2 multimedia information comprises  
3 capturing an image currently being displayed by the application.

1 11. (Original) The method of claim 9 wherein capturing the user selected  
2 multimedia information comprises:  
3 retrieving an audio file linked to the application.

1 12. (Previously Presented) The method of claim 10 wherein capturing an  
2 image further comprises:

removing extraneous information from the currently displayed image.

13. (Previously Presented) The method of claim 10 wherein capturing an image further comprises:

scaling the currently displayed image to a smaller size.

14. (Original) The method of claim 9 wherein sending the composite message comprises:

compressing the multimedia information.

15. (Original) The method of claim 14 wherein sending further comprises: converting the composite message into a format compatible with an electronic messaging protocol.

16. (Original) The method of claim 9 further comprising: pausing execution of the application responsive to receiving a selection of multimedia information.

17. (Original) The method of claim 16 further comprising: resuming execution of the application responsive to sending the composite message.

18. (Original) The method of claim 9 further comprising: displaying a notification to the sender that the sent message has been received.

19. (Previously Presented) A computer readable medium for sending an electronic message from within a game application to an intended recipient over a network, the computer readable medium storing instructions for causing a processor to:

receive a user input selecting an image displayed by the game application;

generate a message form from within the game application for receiving message information;

combine the selected image and the message information into a composite message; and

9                    send the composite message from within the game application to the intended  
10 recipient over the network.

1                    20.    (Original) The computer readable medium of claim 19 storing instructions  
2 that further cause the processor to:  
3                    pause execution of the application responsive to receiving a generate message  
4 command; and  
5                    responsive to a message containing the image being transmitted, resume  
6 execution of the application.

1                    21.    (Previously Presented) The computer readable medium of claim 18  
2 wherein the instructions to receive user input selecting an image further cause the processor to:  
3                    remove extraneous information from the displayed image.